

## CLAIMS

1. A method for controlling a user access is to an additional content related to a main content, from a player designed so as to allow the setting of at least a parental level, said method comprising a user identification step for identifying said user, said user identification step comprising a parental level recovery step for recovering a parental level set in said player and applicable to said user, and an access control step for controlling said user access depending on the recovered parental level.
2. A user access control method as claimed in claim 1, said method being applicable to registered users for which a user identifier and a parental level are stored in a user information database, said method comprising the steps of:
- receiving a user identifier input provided by a user, and
  - recovering the parental level to be applied to said user by searching said user identifier input in said user information database.
3. A portable carrier storing a program comprising instructions for implementing a user access control method as claimed in one of claims 1 or 2, when said program is executed by a processor.
4. A server comprising storage means storing a program comprising instructions for implementing a user access control method as claimed in one of claims 1 or 2 when said program is executed by a processor.
5. A player comprising processing means for executing a program comprising instructions for implementing a user access control method as claimed in claim 1, when a portable carrier storing said program is present in said player.
6. A player comprising processing means and storage means, said storage means storing a user information database intended to be used when executing a program comprising instructions for implementing a user access control method as claimed in claim 2, when said program is executed by said processing means.

7. A system comprising a player, a transmission network, and a server, said player comprising setting means for setting at least a parental level, sending means for sending to said server via said transmission network a user request for access to an additional content related to a main content, said server comprising user identification means for
- 5 identifying the user who sent a user request, said user identification means comprising parental level recovery means for recovering a parental level set in said player and applicable to said user, and access control means for controlling said user access depending on the recovered parental level.